

GAME DESIGN LOG - Devin Kansakar

New Title: PHONE BUZZER

Old Title: DOOM SCROLL

Link to game: <https://developer11dev.itch.io/phone-buzzer>



Elevator Pitch(old):

- Doom Scroll is a 2-4 player strategy game to beat out your rivals and achieve the lowest screen time. Screen time is added onto your score by rolling the dice and adding the amount in minutes. A Screen Card can be taken from the middle every 15 minutes to increase or decrease your total screen time. The first person to two hours causes the game to end and the lowest amount of minutes that a person has wins.

Current Game: (Game has stayed the same)

1. Play as a cop watching the road for any trouble. Tag speeding cars before your battery runs out and decide when it is best to pick up your phone. Right now this is a very simple prototype but phone calls would become more important overtime. You would get calls about certain tasks you must complete and call people back once done. The two dynamic calls you can get right now are firstly, for a police chief, and secondly, an unknown caller that gets closer to your car if you hang up. This game is intended for players who want a point and click survival horror game. Currently the game has less horror elements and a larger focus on multi-task stress.

Previous Game:

1. Players roll the dice to add minutes to their screen time. Every 15 minutes of a player's total time, a media card is selected to increase or decrease your total minutes. If players roll a 6 on their turn, then they get 6 minutes added but can "FaceTime" another player to give them either 3 minutes or 12 based on a second dice roll. Odds give the other player 3 minutes and evens give you 12. The first person to 2 hours loses and the rest determine who has the least hours.

Important Phone Lines:

Officer: I am performing an update on your current status. Please hold. Yup everything looks good. Keep on ticketing cars. - currently in use.

Unknown: Keep on picking up my calls if you know what's best for you. We're in the middle of a game.

908: Sorry. Wrong number.

Next Steps: In person, people were very focused on their game but did not seem very emotionally engaged. That is my next focus for this game, as I want players to feel surprised, unsettled, and laugh at certain tasks they may have to complete. I would like to have this game in a more finalized state and advertise it on itch.io to gain more of a following. If people like the concept(once it is better planned out), then I would like to put more work into it to make it a complete game. If it does not gain much of a following, then I would still like to finalize what I have to make it a solid portfolio piece.

Dec. 3rd - Fourth Play Test:

This play test, I got four people to play my game individually. I walked around and collected data on battery level, cars captured, and what time they got to.

Player 1: 6 am, 3% battery remaining, 16 cars collected.

Player 2: 4 am, -32% battery remaining, 17 cars collected.

Player 3: 6 am, 23% battery remaining, 12 cars collected.

Player 4: 4 am, -75% battery remaining, 15 cars collected.

Certain percentages are below 0% because there was no limit to how much power you could use. This data helped me change in-game systems to better balance out the game so they wouldn't need to use so much power. Another thing I noticed was that sometimes, people didn't pick up the phone even if it was ringing. I now changed this so that there's a timer for how long you have to pick up the phone. Text above the button now flashes "pick up" to let players know that this is urgent. I also added in a "failed screen" for when you mess up a task, go below 0 power, or hang up on the chief officer. There would be more information given to the player about how they messed up before they failed but for the prototype, this was simpler. Overall the

game has been quite well received. People comment that they like the game and its complexity but I'm not too sure yet that they find it fun.

Nov. 19th - Third Play Test:

This play test had a bit more functionality involved. I added in way more into the scene to make it fit the vibe I was looking for. I programmed in the car system for cars driving by and the speed tracker on the dashboard can grab speeds of cars moving by. Interior lights are used to control power systems. Calls still aren't fully functional and will require extra programming to make their tasks work.

I also got some feedback to add in more horror-like elements. Since this game takes place at night, they recommended that I add in some sort of character that approaches the car during the night. They also mentioned to make the game darker(less light visible in the scene to make the headlights contrast more).

Oct. 22nd - Second Play Test:

Right now, you play as a cop because your attention is required on the road when not using your phone. Other characters or settings could be possible with this same set up.

I created a sketch of my prototype first and just decided to import that into the scene since it was easier. The group that I tested this with today said they enjoyed the art-style so maybe I'll keep it the same moving forward?

Overall the feedback was positive all around. There wasn't too much to showcase but they understood the concept and found it to be really interesting and engaging. The phone ringing was seen as a comedic effect which means I will most likely add in different ringtones based on who is calling.

I think I will continue working on this game as it is in a good position to move forward. It has also moved from a physical version to a digital version. This means that it can be sent out and tested more frequently which will benefit its production.

Oct. 1st - First Play Test:

The first play test between 4 players went quite well. The directions were easy for them to understand and the game progressed just as I had hoped. Even with just 6 Screen Cards, players were able to use them effectively.

A few things to note: Turns went by very rapidly and the dice was rolled more(in total) than I wanted. It was also hard to track the total amount of minutes a player had, but I knew this going into the test and I hope to make it a feature on the phone pieces I handed out.

Add a slider mechanism to the phone pieces to count the amount of minutes a player would have. Other spaces for apps could be used to change multipliers on how many minutes are given. Make sure to create a larger variety of cards for the player to pick from. If two hours of screen time is too much, shorter rounds could go to one hour instead.

Name: Doom Scroll

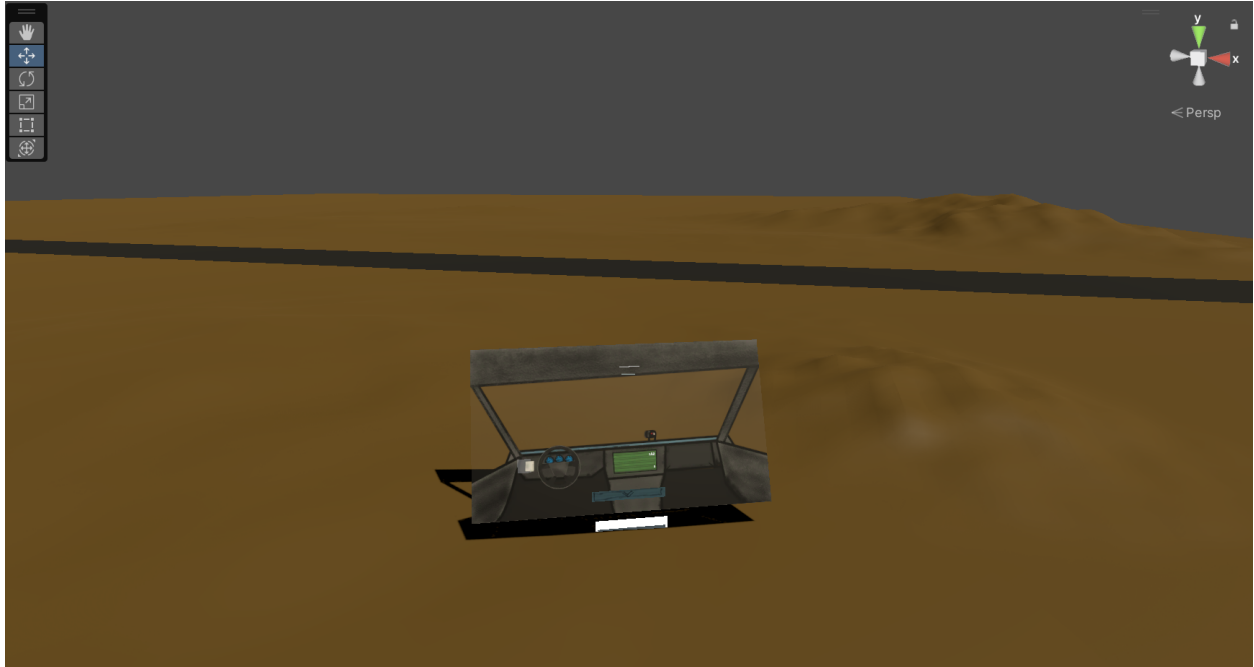
Genre: Strategy Game

Core Mechanic: Players try to decrease their total minutes of screen time as it increases by round.

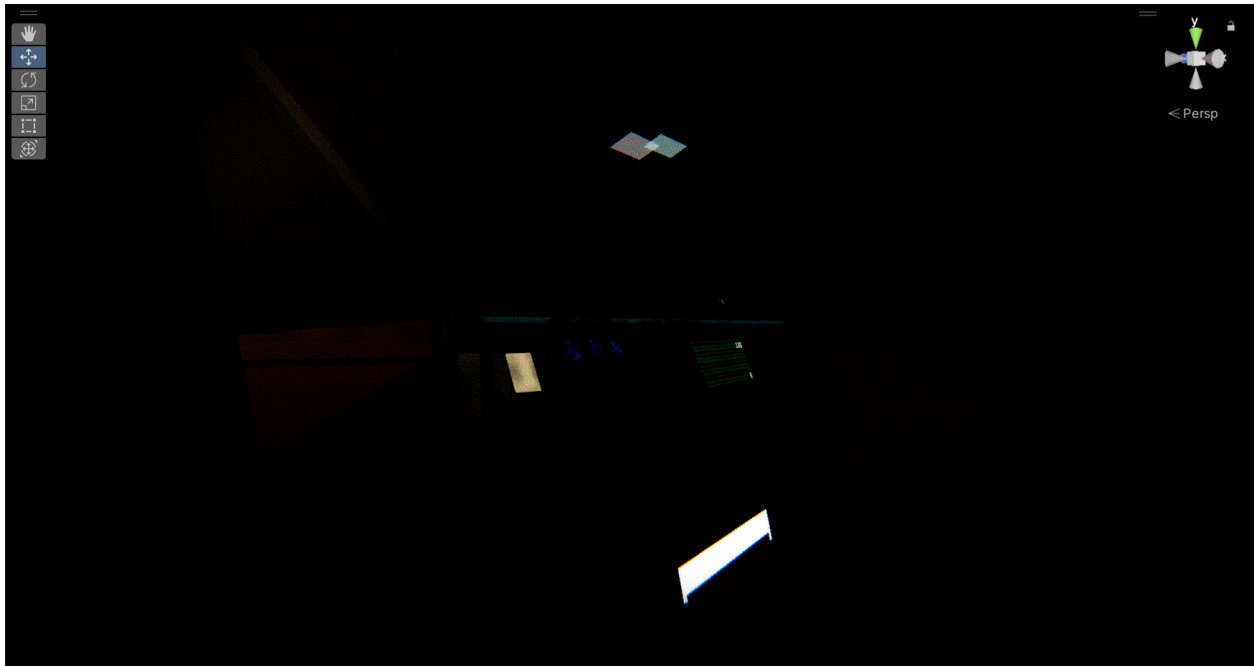
Description: Doom Scroll is a 2-4 player strategy game to beat out your rivals and achieve the lowest screen time. It's meant to bring awareness to our growing addiction to social media with the objective to have less time on your phone. Screen time is added onto your score by rolling the dice and adding the amount in minutes. A Screen Card can be taken from the middle every 15 minutes to increase or decrease your total screen time. The first person to two hours causes the game to end and the lowest amount of minutes that a person has wins.

Rules:

1. Players start with 0 minutes and have one smartphone each.
2. Players roll the dice to add minutes to their screen time.
3. Every 15 minutes of a player's total time, a media card is selected to increase or decrease your total minutes.
4. If players roll a 6 on their turn, then they get 6 minutes added but can "FaceTime" another player to give them either 3 minutes or 12 based on a second dice roll. Odds give the other player 3 minutes and evens give you 12.
5. The first person to 2 hours loses and the rest of the players determine who has the least hours.



The scene itself is quite simple. There is terrain, passing cars, and everything else is a UI element.



Post processing goes a long way to set the mood for this game.

